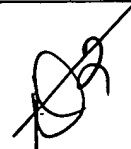--1. (Four Times Amended)   A program storage device readable by a machine, tangibly embodying a file structure for storing a content object capable of being produced by a processing system and having a plurality of content entities to facilitate content adjustment, said file structure comprising:

an identifier file object containing a list of content entity identifiers defining the content of the content object, wherein the arrangement of the content entity identifiers within the list corresponds to the content object structure and the content entity identifiers are determined by the processing system and placed in the list in response to user selection of content entities for the content object; and

a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said list, wherein the content entity identifiers each include identification information identifying the content file object containing the content entity associated with that identifier;

wherein the presence and position of content entity identifiers within said list are modifiable by the user to alter content and arrangement of the content object without manipulating the content entities identified by said content entity identifiers.

8. (Four Times Amended)   A program storage device readable by a machine, tangibly embodying a file structure for storing a hierarchically structured content object capable of being

produced by a processing system and having a plurality of content entities to facilitate content adjustment, said file structure comprising:

an identifier file object containing an outline of containers and content entity identifiers defining the content and corresponding to a hierarchical structure of the content object, wherein each container represents a hierarchical structure tier and includes at least one content entity identifier forming a subordinate hierarchical tier, and wherein the content entity identifiers are determined by the processing system and placed in the outline in response to user selection of content entities for the content object; and

a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said outline, wherein the content entity identifiers each include identification information identifying the content file object containing the content entity associated with that identifier;

wherein the presence and position of containers and individual content entity identifiers within said outline are modifiable by a user to alter content and structure of the content object without manipulating the content entities identified by said content entity identifiers.

16. (Four Times Amended) A method of producing a user work in the form of a content object capable of being produced by a processing system and having a plurality of content entities each including at least one medium, comprising the steps of:

storing a list of content entity identifiers defining the content of the work within an identifier file object, wherein the arrangement of the content entity identifiers within the list corresponds to the work structure and the content entity identifiers are determined by the processing system and placed in the list in response to user selection of content entities for the work;

storing the content entities identified by the content entity identifiers within a plurality of content file objects with each content file object containing a content entity identified by one of the content entity identifiers contained in said list, wherein the content entity identifiers each include identification information identifying the content file object containing the content entity associated with that identifier; and

enabling modification of the presence and position of content entity identifiers within said list by a user to alter content and arrangement of the work without manipulating the content entities identified by said content entity identifiers.

23. (Thrice Amended) A method of producing a user work in the form of a content object capable of being produced by a processing system and having a plurality of content entities each including at least one medium, comprising the steps of:

storing an outline of containers and content entity identifiers defining the content and corresponding to a hierarchical structure of the work within an identifier file object, wherein each container represents a hierarchical structure tier and includes at least one content entity

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identifier forming a subordinate hierarchical tier, and wherein the content entity identifiers are determined by the processing system and placed in the outline in response to user selection of content entities for the work;

storing the content entities identified by the content entity identifiers within a plurality of content file objects with each content file object containing a content entity identified by one of the content entity identifiers contained in said outline, wherein the content entity identifiers each include identification information identifying the content file object containing the content entity associated with that identifier; and

enabling modification of the presence and position of containers and individual content entity identifiers within said outline by a user to alter content and structure of the work without manipulating the content entities identified by said content entity identifiers.

31. (Four Times Amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for providing a file structure for storing a content object capable of being produced by a processing system and having a plurality of content entities, comprising:

a first set of program instructions for creating an identifier file object containing a list of content entity identifiers defining the content of the content object, wherein the arrangement of the content entity identifiers within the list corresponds to the content object structure and the

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content entity identifiers are determined by the processing system and placed in the list in response to user selection of content entities for the content object; and

a second set of program instructions for creating a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said list, wherein the content entity identifiers each include identification information identifying the content file object containing the content entity associated with that identifier;

wherein the presence and position of content entity identifiers within said list are modifiable by a user to alter content and arrangement of the content object without manipulating the content entities identified by said content entity identifiers.

38. (Thrice Amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for storing a hierarchically structured content object capable of being produced by a processing system and having a plurality of content entities, comprising:

a first set of program instructions for creating an identifier file object containing an outline of containers and content entity identifiers defining the content and corresponding to a hierarchical structure of the content object, wherein each container represents a hierarchical structure tier and includes at least one content entity identifier forming a subordinate hierarchical tier, and wherein the content entity identifiers are determined by the processing system and placed in the outline in response to user selection of content entities for the content object; and

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a second set of program instructions for creating a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said outline, wherein the content entity identifiers each include identification information identifying the content file object containing the content entity associated with that identifier;

wherein the presence and position of containers and individual content entity identifiers within said outline are modifiable by a user to alter content and structure of the content object without manipulating the content entities identified by said content entity identifiers.--